DC #31

DIRECT CURRENTS

BOOKS SHIPPING IN AUGUST

IN THIS ISSUE:

THE DOOM PATROL #37
a new beginning . . .

BATMAN: A LONELY PLACE OF DYING
trade paperback
128-page collected volume

SWAMP THING #100
special 48-page issue

PLUS . . .

an interview with
GRANT MORRISON

Cover of the Month
MISTER MIRACLE #20

ADVENTURES INTO WEIRDNESS WITH *THE DOOM PATROL #37*

They are the world's weirdest team of super-heroes . . . and now **THE DOOM PATROL** is about to get even weirder.

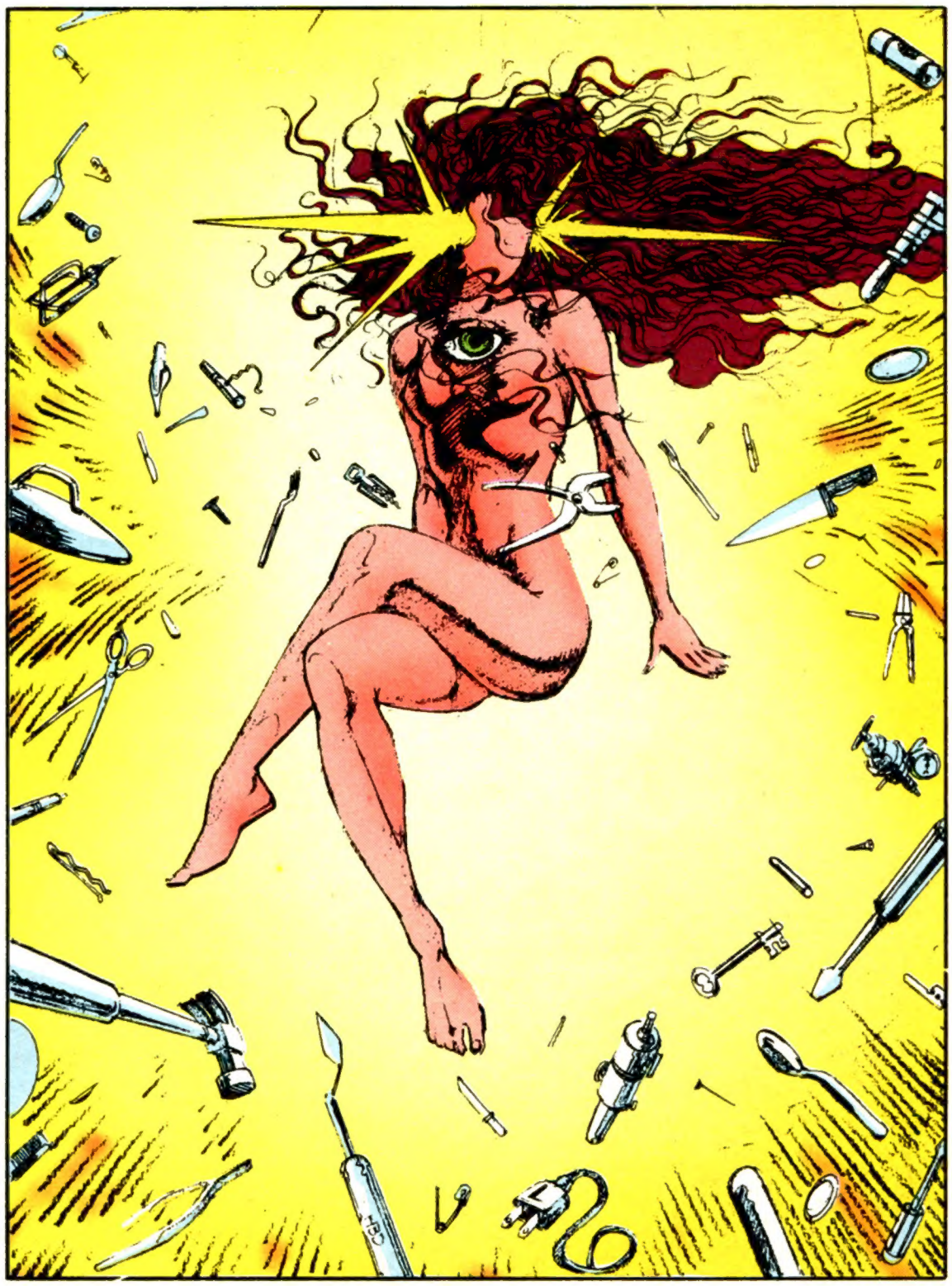
The latest chapter in the bizarre history of THE DOOM PATROL begins this month as Rhea Jones emerges from her long months in a coma . . . but her illness has wrought some strange transformations in her fevered mind. Changes that will have profound and unusual effects on the other members of THE DOOM PATROL.

And the world.

This new turn down the twisted road of life for THE DOOM PATROL is accompanied by a special text introduction that delves into the past and present of THE DOOM PATROL.

THE DOOM PATROL is written by Grant Morrison, with art by Richard Case and Mark McKenna, and painted covers by Simon Bisley. The New Format series now carries a "Suggested For Mature Readers" label.

If you haven't been in on the weirdness before, THE DOOM PATROL #37 is the place to start.



BATMAN: A LONELY PLACE OF DYING TRADE PAPERBACK

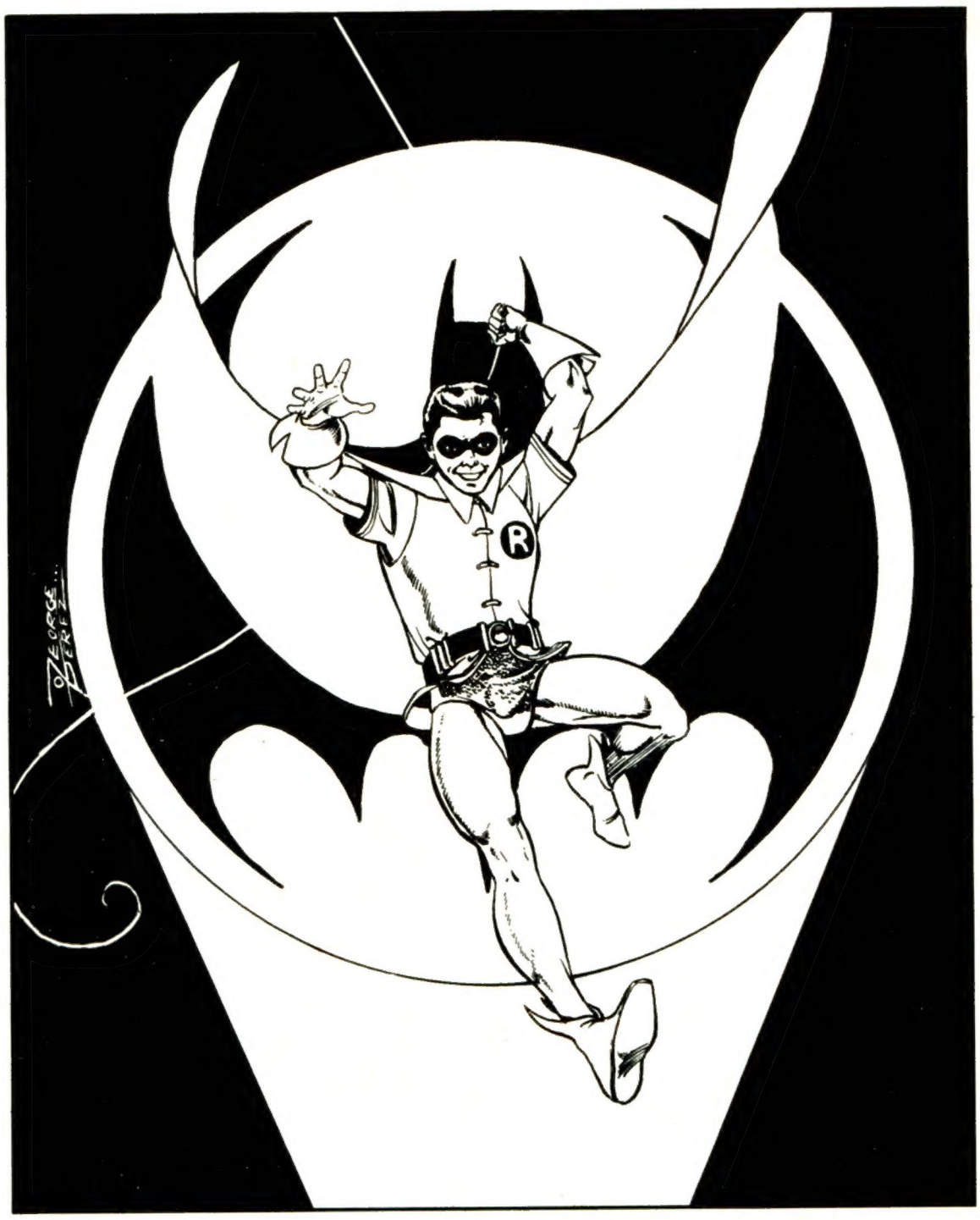
Now, collected in one volume, DC Comics re-presents the five-part saga that introduced Tim Drake, the new Robin, into THE BATMAN family of characters with the **BATMAN: A LONELY PLACE OF DYING TRADE PAPERBACK EDITION.**

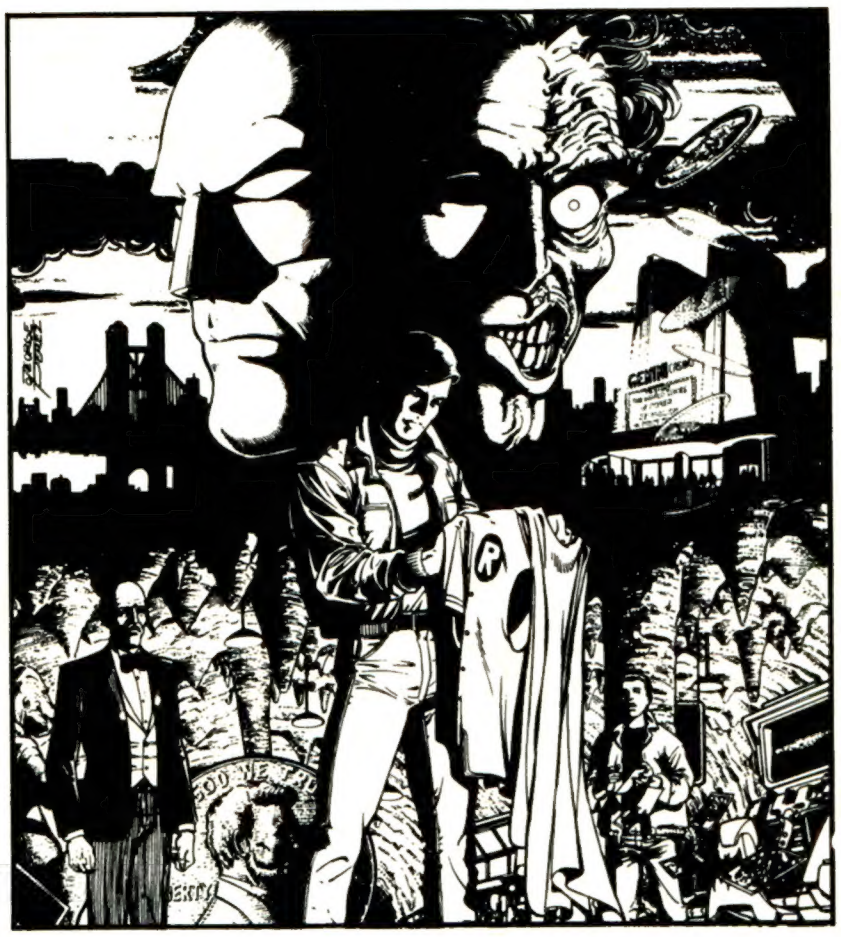
Who is Tim Drake . . . how has this youngster uncovered the greatest secrets of the Dark Knight? And what will he do with this knowledge?

The answers are here, in this 128-page volume that reprints the five stories from BATMAN #440-442 and NEW TITANS #60-61.

BATMAN: A LONELY PLACE OF DYING TRADE PAPERBACK EDITION was written by Marv Wolfman (from a plot by Wolfman and George Pérez), with art by Jim Aparo and Mike DeCarlo (BATMAN #440-442) and Pérez, and Tom Grummett and Bob McLeod (NEW TITANS #60-61). The cover of this Standard Format Trade Paperback is by Pérez, and also features a new introduction by BATMAN editor Dennis O'Neil.

There's no such thing as a good place to die . . . but some places are lonelier than others.





Paul Kupperberg, Writer
Tammy Brown, Editor

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Printed in Canada

A MILESTONE IN HORROR AND FANTASY—*SWAMP THING #100*

One hundred issues of the best in horror and fantasy are celebrated in this special 48-page issue of **SWAMP THING #100.** Len Wein and Berni Wrightson's creation of the crusading Earth elemental reaches a milestone that sees Swamp Thing's daughter, Tefé, in a devil of a situation.

Tefé has been kidnapped by the demons of the underworld, and Swamp Thing is on a mission to find the powerful water that will enable him to communicate with any other living being—including demons. Only then will he be able to find his lost daughter who is now an amorphous, bodiless being.

The mysterious Parliament of Trees holds the history of the Earth elementals. Its location is the legendary Garden of Eden, now found on the forbidding wasteland of Antarctica. SWAMP THING #100 delves into Swamp Thing's fight with the guardian angel of the Garden, an encounter with a missing elemental—and his search for Tefé.

SWAMP THING #100 is written by Doug Wheeler, with art by Pat Broderick, Kelley Jones, and Alfredo Alcala. The painted cover is by John Totleben. This New Format series is labeled "Suggested for Mature Readers.

SWAMP THING #100—a journey to hell and back.

BOOKS SHIPPING IN AUGUST

ACTION COMICS #657
The Toyman's back . . . and he's making Metropolis into his ultimate playground, while the youth of the city have the most to lose in his deadly game. Written by Roger Stern, with art by Kerry Gammill and Brett Breeding. Cover by Gammill and Breeding. $0.75

ADVANCED DUNGEONS & DRAGONS™ Comic #22
LUNA-Part 4 (of 4): The Avatar of Selune, Goddess of the Moon versus Luna, the aging innkeeper who remembers having once been the Moon Goddess. Somebody's lying . . . or somebody's deluded. Written by Dan Mishkin, with art by Jan Duursema and Rick Magyar. Cover by Duursema. *(New Format)* $1.50

ADVENTURES OF SUPERMAN #471
Part 2 of the 3-part "Sinbad Contract": Continued from SUPERMAN #48. Superman had a rough enough time in his first encounter with Sinbad . . . but now he's discovered that Luthor and Lexcorp figures into the problem. Written by William Messner-Loebs, with art by Curt Swan and Dennis Janke. Cover by Kerry Gammill and Bob McLeod. $0.75

ANIMAL MAN #28
Buddy finds the weirdness mounting when he meets the super-hero called Nowhere Man *and* begins to suspect that Ellen is having an affair. Written by Peter Milligan, with art by Chas Truog and Mark Farmer. Cover by Brian Bolland. *(New Format)* $1.50

BATMAN #455
Normal citizens put on death masks and then go on murderous rampages. Can Batman find the reason for the insanity before Gotham City becomes a charnel house? Written by Marv Wolfman, with art by Jim Aparo and Mike DeCarlo. $1.00

BATMAN: A LONELY PLACE OF DYING Trade Paperback Edition
Re-presenting the five-part saga from BATMAN #440-442 and NEW TITANS #60-61 that introduced Tim Drake to The Batman family, in a single 128-page volume. Written by Marv Wolfman and George Pérez, with art by Jim Aparo, Pérez, and Tom Grummett, and inked by Mike DeCarlo and Bob McLeod. The introduction is by Dennis O'Neil. Cover by Pérez. $3.95

BREATHTAKER #2
(of a 4-book miniseries)
The government's been successful in its bid to capture Chase Darrow, the Breathtaker. But seeing as how her captors are all men, they're going to have trouble holding her. Story, art, cover, and coloring by Mark Wheatley and Marc Hempel. *(Suggested for Mature Readers. Prestige Format.)* $4.95

CAPTAIN ATOM #45
The Ghost creates his own Captain Atom, using a brainwashed Captain Allard as the raw material. Written by Cary Bates and Greg Weisman, with art by Rafael Kayanan and Romeo Tanghal. Cover by Pat Broderick. $1.00

CHECKMATE #32
The Checkmate crew scrambles to stop Victor Cypher's attempted takeover of a European nation. Written by Paul Kupperberg, with art by Gabriel Morrissette and John Statema. Cover by Steve Erwin and Mike Bair. *(New Format)* $1.50

THE DEMON #4
The Demon Etrigan forms an alliance with his father, Hell's Archduke Belial, Lord of Lies, while Jason Blood finds himself in Hell, a guest of a most unlikely group of friends. Written by Alan Grant, with art and cover by Val Semeiks and Denis Rodier. *(New Format)* $1.50

THE DEMON #4

DETECTIVE COMICS #622
Part 1 of the 3-part "The Demon Within": There's a new Batman in Gotham City. His name is Simon Petrarch, he has supernatural powers, and he believes in killing his enemies. What happened to Bruce Wayne? Where is the Batman we all know? "The Demon Within" is a three-part series-within-a-series appearing in DETECTIVE COMICS #622-624 that provides the startling answers. Written by John Ostrander, with art by Mike McKone, Jose Marzan, Jr., and Flint Henry. Cover by Golden Age artist Dick Sprang.

DOC SAVAGE #24
The adventures of Doc Savage and his crew conclude as Doc finds himself face to face with the solution to the Asteroid Terror . . . a threat he first encountered 82 years ago. Written by Mike W. Barr, with art by Rod Whigham and Steve Montano. Painted cover by Adam Kubert. *(Deluxe Format)* $1.75

DOCTOR FATE #21
The Phantom Stranger lends a hand, as Chaos grows stronger, and the mystery at the Salem Tower deepens. Written by J.M. DeMatteis, with art by Sean McManus. Cover by McManus. *(New Format)* $1.50

THE DOOM PATROL #37
A journey inside the head of another member of the Doom Patrol as the spotlight falls on Rhea Jones and the "transformation" she's undergone over the past months. Written by Grant Morrison, with art by Richard Case and Mark McKenna. Painted cover by Simon Bisley. *(Suggested for Mature Readers. New Format)* $1.50

THE DOOM PATROL #37

DRAGONLANCE™ Comic #24
Part 3 of the 4-part "Taladas": Riva believes she finally understands why she was sent to Taladas . . . but she and Griffin are too busy dodging pursuit by the Minotaur Lord to give it much thought. Written by Dan Mishkin, with art by Ron Randall and Randy Elliott. Cover by Randall. *(New Format)* $1.50

EL DIABLO #14
Part 2 of the 3-part "The River": In Mexico to investigate unscrupulous and murderous smugglers of immigrants, El Diablo's gone undercover . . . and he might just be their next victim. Written by Gerard Jones, with art and cover by Mike Parobeck and Paul Fricke. *(New Format)* $2.00

BOOKS SHIPPING IN AUGUST

☐ **FLASH #43**
Kilg%re, the evil electronic entity who wants nothing more than to conquer and control all life on Earth is back . . . and Wally's about to find out that being fast just isn't enough to defeat this menace. Written by William Messner-Loebs, with art and cover by Greg LaRocque and Jose Marzan, Jr. $1.00

☐ **FORGOTTEN REALMS™ Comics #14**
Lich Mirantile's looking for a new wife . . . number 120, and the current object of his affections is Jasmine, whom he no doubt hopes to add to his collection of the previous 119 spouses he has preserved in the walls of his ice castle. Written by Jeff Grubb, with art and cover by Rags Morales and Dave Simons. *(New Format)* $1.50

☐ **GREEN ARROW #38**
Part 4 of the 4-part "Black Arrow Saga": Ollie seeks revenge on Eddie Fyres . . . and Shadō must stay one step ahead of him if she's to prevent Green Arrow from committing the one crime that could seal his fate. Published biweekly in August. Written by Mike Grell with art by Rick Hoberg and Bill Wray. Cover by Ed Hannigan and Dick Giordano. *(Suggested for Mature Readers. New Format.)* $1.25

☐ **GREEN ARROW #39**
Ollie's quest to heal his spirit brings him in contact with an Indian Shaman who reveals truths that cause him to leave Seattle . . . and Dinah. Published biweekly in August. Written by Mike Grell with art by Denys Cowan and Shea Anton Pensa. Cover by Grell. *(Suggested for Mature Readers. New Format.)* $1.25

☐ **GREEN LANTERN #5**
Hal Jordan traces the mystery of the missing cities of Oa, where he finds John Stewart a prisoner of a mad Guardian. Hal is forced to call on their last hope . . . Guy Gardner? Written by Gerard Jones, with art by Pat Broderick and Bruce Patterson. Cover by Broderick and Nelson. $1.00

☐ **HAWK & DOVE #17**
Hawk and Dove tangle with the Lords of Chaos and Order who gave them their abilities . . . and the confrontation leaves them with brand-new super-powers. Written by Barbara and Karl Kesel, with art by Greg Guler and Scott Hanna. Cover by Guler and Kesel. $1.00

☐ **HAWK & DOVE Annual #1**
Scientists at S.T.A.R. are being sucked into another dimension, forcing Hawk and Dove—along with the newly reformed Titans West—to enter Hell to save them . . . but a band of deceased DC villains stands in the way of their success. Written by Barbara and Karl Kesel, with art by Dave Hoover, Tom Artis, Will Blyberg, and Bill Wray. Cover by Rob Liefeld and Karl Kesel. $2.00

HAWK & DOVE #17

☐ **HAWKWORLD #5**
The Shadow Thief returns as Byth recruits the master spy to steal the Thanagarian ship . . . but there's more to Byth's theft than meets the eye. Written by Tim Truman and John Ostrander, with art and cover by Graham Nolan. *(New Format)* $1.50

☐ **HELLBLAZER #34**
Part 1 of 3: A frightened Constantine takes refuge with old friends—but can they protect him from his own insanity? Written by Jamie Delano, with art by Sean Phillips. Painted cover by Kent Williams. *(Suggested for Mature Readers. New Format.)*

☐ **THE HUNTRESS #19**
(Final Issue)
Part 3 of the 3-part "Batman and The Huntress": Who is the master of Deathhouse? Someone from the Huntress's past or The Batman's present? The final issue of THE HUNTRESS answers that burning question. Written by Joey Cavalieri, with art and cover by Joe Staton and Bob Smith. *(Suggested for Mature Readers.)* $1.00

☐ **JUSTICE LEAGUE AMERICA #43**
The JLA goes up against a new villain who has many of the devices of old villains . . . and he knows all the JLA's secrets. Written by Keith Giffen and J.M. DeMatteis, with art by Adam Hughes and Jose Marzan, Jr. $1.00

☐ **JUSTICE LEAGUE EUROPE #18**
Transported to the nuclear-ravaged homeworld of the Extremists, the members of the JLE become the pawns of sophisticated audioanimatronics and their evil leader in the futuristic amusement park called Wacky World. Part 3 of 5. Written by Keith Giffen and Gerard Jones, with art by Bart Sears and Pablo Marcos. Cover by Sears. $1.00

☐ **L.E.G.I.O.N. '90 #20**
Vril Dox has deduced Lydea's identity and sends the Beks after Mr. Starr. Meanwhile, Stealth is up to something. . . . Written by Alan Grant, with art by Jim Fern and John Nyberg. *(New Format)* $1.50

☐ **LEGENDS OF THE DARK KNIGHT #11**
Part 1 of the 5-part "Prey": Batman confronts Dr. Hugo Strange's public attacks, as Strange heads a task force to stop The Dark Knight. What motivates Strange—and why is Bruce Wayne so worried? Written by Doug Moench, with art by Paul Gulacy and Terry Austin. Cover by Gulacy. *(Deluxe Format)* $1.50

☐ **LEGION OF SUPER-HEROES #12**
Roxxas's rampage of murder of civilians and Legionnaires alike is about to end in a dramatic battle between the Legion and their deadly foe. The Legion is officially back together with a whole new array of costumes. Written by Tom and Mary Bierbaum, with art and cover by Keith Giffen and Al Gordon. *(Deluxe Format)* $1.75

☐ **MISTER MIRACLE #20**
Big Barda's put Oberon out of the house, forcing him to avail himself of the questionable and mysterious hospitality of a roadside motel whose proprietor has all the earmarks of a homicidal maniac. Written by Keith Giffen and Doug Moench, with art by Ian Gibson. Cover by Joe Phillips and Bob Dvorak. $1.00

☐ **MS. TREE QUARTERLY #2**
Ms. Tree is plunged into the world of satanic cults while investigating the death of a young girl who may have been a human sacrifice. Written by Max Allan Collins, with art by Terry Beatty. Also, John Butcher appears in an illustrated prose story as he's forced to confront a Lakota medicine man on a brutal path of revenge against the white man. Written by Mike Baron and illustrated by Shea Anton Pensa. Plus, Midnight deals out justice to two men in blue who are more criminal than cop in a story written by Ed Gorman, with art by Graham Nolan. Painted cover by Denys Cowan. *(Suggested for Mature Readers. New Format.)* $3.95

☐ **NEW GODS #20**
The menace of Yuga Kahn explodes on the fiery planet of Apokolips, and Darkseid is dethroned. Can the deposed Darkseid handle his shocking connection to Yuga Kahn? Written by Mark Evanier, with art by Rick Hoberg and Will Blyberg. Cover by Paris Cullins and Blyberg. *(New Format)* $1.50

BOOKS SHIPPING IN AUGUST

☐ **THE NEW TITANS #70**
Special spotlight issue on Deathstroke: The Terminator. Will he help a small South American country obtain freedom—or will his mercenary tactics keep an entire population in bondage? Written by Marv Wolfman, with art by Steve Erwin and Will Blyberg. Cover by Erwin and Blyberg. *(Deluxe Format)* $1.75

THE NEW TITANS #70

☐ **THE SANDMAN #20**
The Sandman relinquishes center stage to his sister as Death pays a call on a DC heroine you haven't seen for a while: Metamorpho's friend Element Girl. Written by Neil Gaiman, with art by Colleen Doran and Malcolm Jones III. Painted cover by Dave McKean. *(Suggested for Mature Readers. New Format.)* $1.50

☐ **SHADE, THE CHANGING MAN #4**
Shade learns the secret of the Madness Vest and his mysterious background, while America's nervous breakdown continues to tear the nation apart. Written by Peter Milligan, with art by Chris Bachalo and Mark Pennington. Painted cover by Brendan McCarthy. *(Suggested for Mature Readers. New Format.)* $1.50

☐ **THE SHADOW STRIKES! #14**
The conflict between The Shadow and the Chicago Mob builds to a violent confrontation . . . and when the smoke finally clears, there's some doubt as to what will be left of the Windy City *and* The Shadow. Written by Gerard Jones, with art and cover by Eduardo Barreto. *(Deluxe Format)* $1.75

☐ **SPELLJAMMER™ Comics #2**
Part 2 of the 4-part "Rogue Ship": The crew of the Spelljammer's been kidnapped and are in danger of being enslaved . . . by the ship itself. Written by Barbara Kesel, with art by Michael Collins and Dave Simons. Cover by Collins. *(New Format)* $1.75

☐ **STAR TREK® #13**
The *Enterprise* finds the damaged ship of the Worthy family, legendary space explorers of old. What happened to them and how has this family, long lost in space, managed to survive all these years in suspended animation? Written by Peter David and Bill Mumy, with art by Gordon Purcell and Arne Starr. Cover by Jerome Moore. *(New Format)* $1.50

☐ **STAR TREK® THE NEXT GENERATION #13**
The U.S.S. *Enterprise* is in the middle of negotiations to determine which of the two Queens on a world of telepaths will rule, but one of the Queens will use a crewman to commit murder. Written by Michael Jan Friedman, with art by Pablo Marcos. Cover by Jerome Moore. *(New Format)* $1.50

☐ **STARMAN #27**
The son of the *original* Starman helps Will combat the Golden Age villain The Mist–now known as Nimbus—who's threatening to destroy Houston. Written by Roger Stern, with art by Dave Hoover and Scott Hanna. Cover by Hoover. $1.00

☐ **SUICIDE SQUAD #45**
Kobra has decided that world conquest is no longer a viable option. Now he just wants to remake the world in the image of his masters . . . The Lords of Chaos. Will the Suicide Squad stand in his way? What are the secrets of the New Atom? And why is he interested in the Suicide Squad? Written by John Ostrander and Kim Yale, with art by Geof Isherwood. Cover by Isherwood. $1.00

☐ **SUPERBOY #9**
Part 1 of the 2-part "Into the Phantom Zone": While helping Prof. Peterson test his latest invention, the Boy of Steel finds himself in the vast wasteland of a newly discovered dimension that offers him some subtle clues to his origin. Written by John Moore, with art by Curt Swan and Ty Templeton. Cover by Kevin Maguire and Templeton. $1.00

☐ **SUPERMAN #48**
Part 1 of the 3-part "Sinbad Contract": The Quraci people of Metropolis unveil their own super-guardian protector, Sinbad. But who is *really* behind this new hero? Continues in ADVENTURES OF SUPERMAN #471. Written by William Messner-Loebs, with art by Curt Swan and Dennis Janke. Cover by Kerry Gammill and Bob McLeod. $1.00

☐ **SWAMP THING #100**
A special 48-page 100th anniversary issue, as Swamp Thing penetrates the deepest secrets of the Parliament of Trees en route to a duel with an angel at the Garden of Eden. Written by Doug Wheeler, with art by Pat Broderick, Kelley Jones, and Alfredo Alcala. Painted cover by John Totleben. *(Suggested for Mature Readers. New Format.)* $2.50

☐ **TINY TOON™ ADVENTURES #1**
Imagine a school where Bugs Bunny™, Elmer Fudd™, and Daffy Duck™ are the teachers! That's Acme Looniversity™ . . . where the cartoon stars of tomorrow are in training today. A riotous blend of comics, games, stories and a goofy slice of surreal humor served up in living color. Buster Bunny™ is the ringleader at this wacky institution of comic learning. Cover by Juan Ortiz and Bob Pasquale. $1.95

TINY TOON™ ADVENTURES #1

☐ **WHO'S WHO #2**
(of a 16-issue maxiseries)
The all-new WHO'S WHO continues with 24 all-new entries, published in a loose-leaf format, including JLA's Ice by Adam Hughes, Gorilla Grodd by Arthur Adams, Deadman by Kelley Jones, Black Racer by Steve Lightle, and others. The issue's cover feature is Green Lantern by Pat Broderick and Bruce Patterson. $4.95

☐ **WONDER WOMAN #47**
Wonder Woman and Troia meet at last . . . and face a terror spawned by Circe's bestiamorphs. Written by George Pérez, with art by Jill Thompson and Romeo Tanghal. Cover by Pérez. $1.00

☐ **WORLD'S FINEST #3**
(of a 3-book miniseries)
Luthor versus The Batman versus The Joker versus Superman . . . as all-out war erupts between Gotham City and Metropolis. Written by Dave Gibbons, with art by Steve Rude and Karl Kesel and color by Steve Oliff. Painted cover by Rude. *(Prestige Format)* $3.95

people at WORK

GRANT MORRISON

Grant Morrison has just been ambushed with a peculiar pop quiz. His task? Cast the actors for "Doom Patrol, The Movie." After a pause, his answer comes in a gently amused Glasgow accent, "God, what a horrible thought." Then a long, thoughtful pause, a burst of laughter, and an enthusiastic, "Quite an interesting question, really, I just can't imagine who. How about Sylvester Stallone as Robotman—you know, his acting's robotic enough."

It would be just the sort of odd link between the dreadful and the sublime one of Grant's stories might hinge upon. After all, who else would introduce readers to this theater of mad puppets: Red Jack. Mr. Nobody and the Brotherhood of Dada. The Dry Bachelors. Fear the Sky. Black Annis. The Cult of the Unwritten Book. Flying Robert. If you haven't been reading DOOM PATROL, think of all the social connections you've been passing up.

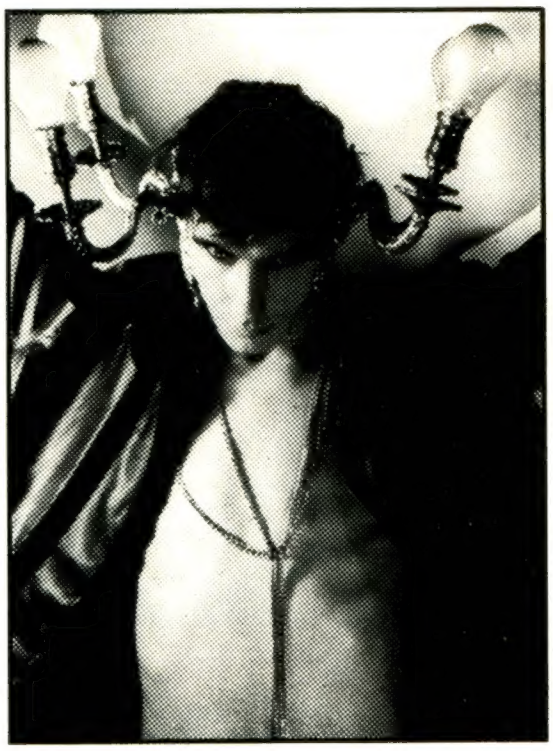
Are his characters ludicrous? Yes, he'll proudly admit, and "they just don't care." At first, it seems he'd rather discuss his work in hesitant monosyllables, but soon our transatlantic conversation is a rapid turnover of image upon image, idea upon idea, and, like his stories, *dangerous fun*. "The best fun is always dangerous," he says.

Morrison has made a name for himself as a writer of the paradoxical, someone who delivers a disturbing scratch-mix of philosophy and comic book anarchy. BATMAN fans know his "Gothic" storyline in LEGENDS OF THE DARK KNIGHT, and his middle name became "ARKHAM ASYLUM" for a recent promotional tour. Yes, *that* Grant Morrison. "ARKHAM ASYLUM actually opened up the doors," he explains, "If I hadn't done ARKHAM, I couldn't have gone on to do DOOM PATROL or ANIMAL MAN, which are of more personal interest."

Asked about the current DOOM PATROL storyline, he offers one disclosure: Rhea will finally come out of the coma she's been in for his entire tenure on the book. DOOM PATROL #37, a perfect point for new readers to pick up the series, "starts up a story that will take place over six issues, and we've just got all these new characters who are hopefully completely baffling and anybody who joins it will just have to go with the flow," Grant promises, "like being plunged into the heart of a madhouse and being expected to find their way about, which is entirely what I'd hope."

This time around, he introduces a bizarre race of alien creatures from the Insect Mesh. Everyone's favorite "motley crew of complaining misfits" is caught in the crossfire of a religious war based on ownership of a tiny piece of vegetation embedded in a chunk of glass that's supposed to be a cutting from the original tree of knowledge. Sound like a socially-conscious metaphor? Grant won't deny it, but when he's taking himself seriously, he has a way of dropping an aside that translates, in body language, as an ironic shrug: "The book launches a fairly big and complex story . . . but it doesn't have a name yet. How about 'George'?"

This month's issue is also the first one designated "Suggested For Mature Readers," although the author points out, "I wasn't actually aware of this when I wrote it." He's always liked the idea that children would read DOOM PATROL, calling it a "return to the kind of



imaginative stories I loved when I was a kid."

He cites influences that include the films of Jan Svankmajer, texts on logic, abstract mathematics, and Chaos Theory, and even the autobiography of Truddi Chase, a real-life analog to Crazy Jane, DOOM PATROL's multiple personality disorder heroine. The *comics* he remembers include the original FLASH, Marvel Comics by Stan Lee and Jack Kirby, and especially the visions of Steve Ditko. "The sort of stuff I used to enjoy as a kid was the stuff that actually scared me, the stuff that would deal with all sorts of unpleasant material that lurks in the unconscious.

"I went through the usual, reading comics when I was fairly young, then reading them again fairly obsessively when I was a teenager. Then when I was eighteen, the comics went on the fire, basically. But I still did want to do something. Basically, I learned to draw because I wanted to do comics and I couldn't get anyone to draw my scripts." He showed some samples to the publisher of *Near Myths* at a comics convention in Edinburgh, and was offered ten pounds a page for his first published work. He recalls "I thought this was me on the road to being a multi-millionaire."

"It was entirely an experimental, avant garde comic magazine. So, rather than get into it in the way that other people did by doing superhero stuff, I actually get into it from the completely opposite end, doing this really bizarre free expression, which didn't sell at all, of course, and the magazine disappeared down the toilet after five issues." He went on to work for Marvel UK and 2000 A.D., where his *Zenith* came into being.

He calls his *Near Myths* work, however, "a bit of grounding for getting back to doing that type of thing, which is what I've been trying to do ever since." DOOM PATROL, sparked by an "intention to push a superhero comic as far as it can go," has brought this kind of creative chaos to the DC Universe. When the subject turns to chaos, Grant has a lot to say about his interest in the occult, specifically, about Chaos Magic.

"What punk was to music, Chaos Magic has been to the occult underground. It was put together by some guys who just decided to dispense with all the paraphernalia of traditional ritual magic and just use rituals that were based on your own personal subconscious iconography."

Where does this fit into the DOOM PATROL? "The Scissormen comes originally from a children's book, something that scared me as a kid, a German thing called *Struwwelpeter*, kind of a book of cautionary tales, to terrify children. Something like that which has a profound effect on you can be used in a ritual context, so if you want to, let's say, bring the Scissormen into ritual to give it that kind of psychic power, then you can do that.

"Those kind of terrors which are rooted in that particular view of the world we have when we're young are actually as real as the gritty police story that happens to be in at the time. I was terrified of a fish on top of a flagpole in the local park, a weathervane in the shape of a fish, and this thing utterly terrified me; to look at this was to look at God, and if I did I would fall to my knees in terror and awe."

This memory of his own leads to a discussion of cults, secret societies, sacred sayings, and *religious* obsessions. "For someone who's always been fairly atheistic, I find this religious stuff creeps into almost everything that I do. If I'd been around in the sixteenth century, I'd be a crazed monk in a cloistered cell, but as it is, I'm here and I'm writing comic books." Is he creating all this to fill some sort of spiritual void? "Maybe I'm just throwing everything into the void," he confesses, to "maximize confusion, if possible."

As for his *own* rituals, he works "seven days a week, twenty-nine hours a day," but he has a big future planned. "For the next few months, I plan to do nothing at all, which has always been my ultimate goal." DOOM PATROL is now the only regular book he'll be writing, as he puts it, "Trying to dislocate people's sense of what is real, and by doing that, get people to think in a different way. It's a public service, really," he adds.

Grant also employs diaries of his dreams and automatic writing—an exercise in writing spontaneously without a break, and without editing the text—to bring "psychic power" to his work. "DOOM PATROL comes almost entirely from that kind of stuff, because the whole idea of these exercises is just to plug directly into subconscious and dig up the images.

"One of the major motivating forces behind doing DOOM PATROL in the first place is the fact that I'd become utterly sick of the whole concept of realistic superheroes. The idea was to take it entirely in the other direction, and say superheroes exist in this world that is entirely nonsensical, and rooted in images from the unconscious mind,and let's just blow that up out of all proportion and let it run wild."

A "desperate fanatic" for chocolate who claims he could never live in America "because the chocolate tastes so bad," he's obviously a fan of American Culture; in the original script to ARKHAM ASYLUM, part of the Joker's teasing assault on Batman's sensibilities was a symbolic costume design—a lingerie outfit borrowed from Madonna. There are things he'd like to challenge, however, in American comics, and *all* comics. "DOOM PATROL is deliberately non-macho," he says. "We've reached the nineties now, we should be looking forward to a different kind of attitude towards what we consider as hero figures.

"If we're being entirely honest, most people just do spend their lives sitting home watching TV or hanging about not doing anything particularly heroic, and I think it's time people recognized that we're not these people who carry around gigantic guns and blow everyone up."

Wait. Is Grant Morrison really an optimist in nihilist's clothing? Does he imagine we'll all find heroes within . . . ourselves? "I think the Doom Patrol are more like real people, which means they don't really want to do these things, but if it happens, it happens."

He'd rather be a super-villain. "Say I had the powers of Superman, for instance," he imagines. "I'd immediately set myself up as dictator of the Earth, you know, I'd own everything and tell everybody what to do. But I'd be a nice guy, I think. Yeah, sure, as long as I was brought that daily tribute of three hundred kilos of chocolate."

THE NEW TEEN TITANS

From the DC Archives, the issue that brought us the most powerful teens in the universe, THE NEW TEEN TITANS #1.